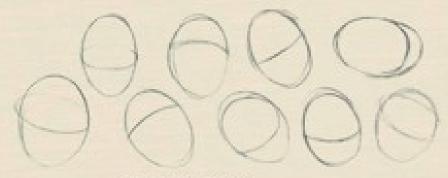
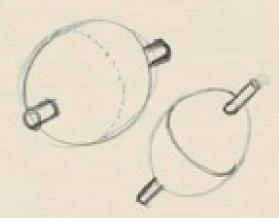
SPHERICAL FORMS

The sphere is more than a circle, it takes up three-dimensional space. This is somewhat an intellectual understanding because a circle and sphere look the same on a flat page, but it affects the way you develop details on top of it.



CROSS-CONTOURLINES

On a gesture drawing, the head may be depicted by just a orde. When you go back through the drawing a second time, add a cross-contour line to establish how the head is oriented in space. A line drawn around the sphere will help you define whether the head is tipping forward or back.



ADDING THE EDUKTORIAL LINE

When a sphere is elongated into an ellipsoid, as we are using for the head, it takes on a certain prientation along its long diameter. The equational line must be placed at a ninety-degree angle from the long clameter. This line represents where the eyes are on a head.

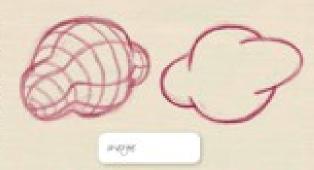
PLACE THE LINE CAREFULLY

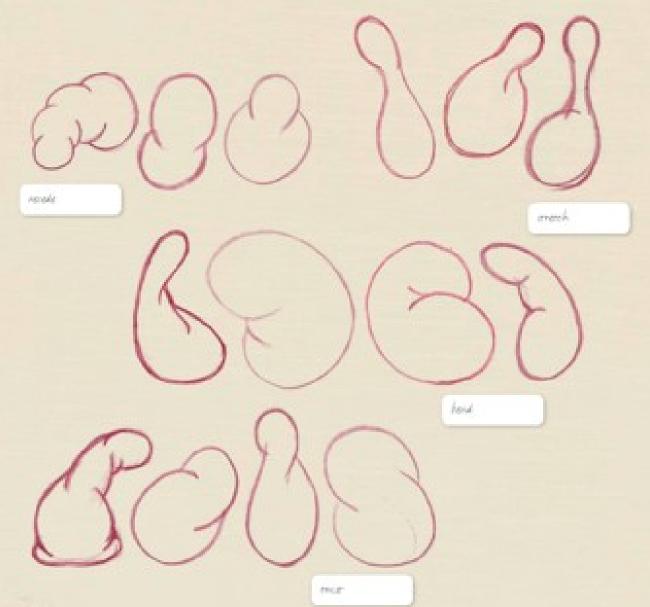
If the equatorial line is just placed haphasardly, as shown here, the illusion of dimension is lost.



SQUASHED, STRETCHED & TWISTED SPHERES

The next step is gaining the skill to mold a sphere into any shape. Peoplice drawing the spherical form as if it were twisted, stretched or bent over. Also try merging two separate spherical forms together to come up with an enclass number of variations. These forms can even become simple characters that take on personalities if you allow them. If you have trouble visualizing the twists and bends, play around with a little bit of clay and study how twisting, stretching and bending it affects the shapes and contours.





SPHERICAL FIGURES

Once you understand how to mold aphenes into more complex shapes, it is not a difficult jump to using aphenes to create simple anetonical forms. The figure on this page was created using only modeled and interconnected spheres. The figure appears to have real mass because it takes advancage of the sphere's simple, volumetric form.



PRACTICE: SPHERICAL FIGURES

